



Tools | HotBot Skins

Date: **Before October 31 2000** [ [Edit this Search](#) ]

## SI

- Oxygen SVG Editor**  
Create, Edit & Validate SVG  
Cross platform ease of use  
[www.oxygenxml.com](http://www.oxygenxml.com)  
Place

## 1. SVG in Gnome

A GNOME illustration application, based on **SVG**.  
[www.levien.com/svg/](http://www.levien.com/svg/)

## 2. alphaWorks : SVGView : Overview

A prototype of a Scalable Vector Graphics (**SVG**) viewer.  
[www.alphaworks.ibm.com/tech/svgview](http://www.alphaworks.ibm.com/tech/svgview)

### 3. W3C Working Draft: Scalable Vector Graphics (**SVG**) 1.0

Scalable Vector Graphics (**SVG**) 1.0 Specification...  
[www.w3.org/TR/2000/03/WD-SVG-20000303/index.html](http://www.w3.org/TR/2000/03/WD-SVG-20000303/index.html)

#### 4. Testimonials: W3C Releases First Working Draft of Scalable Vector...

The World Wide Web Consortium Releases First Working Draft of Scalable Vector Graphics (SVG) specification ... Press Release. Testimonials  
www.w3.org/Press/1999/Testimonials-SVG-WD

## 5. Convert Flash into **SVG**

Convert Flash into **SVG**...

## 6. PostScript to **SVG**

PostScript to **SVG** Conversion...  
[broadway.cs.nott.ac.uk/projects/SVG/ps2svg/](http://broadway.cs.nott.ac.uk/projects/SVG/ps2svg/)

**7. XML.com: Integration by Parts: XSLT, XLink and SVG**

Integration by Parts: XSLT, XLink and **SVG**...

[www.xml.com/pub/2000/03/22/style/index.html](http://www.xml.com/pub/2000/03/22/style/index.html)

**8. SVG Trial**

[www.eprg.org/projects/SVG/flash2svg/gilette70.html](http://www.eprg.org/projects/SVG/flash2svg/gilette70.html)

**9. MapInfo SVG-WebMap**

**SVG** Mapping Demonstration. For Map display the **SVG**-Plugin from [www.adobe.com](http://www.adobe.com) is required.  
Dr. Franz-Josef Behr, June 2000...

[www.gis-news.de/svg/samples/karlsruhe/index.htm](http://www.gis-news.de/svg/samples/karlsruhe/index.htm)

**10. SVG / List SIO, Jesen 2000**

**SVG** - Scalable Vector Graphics / Spletni opisi slik...

[sio.edus.si/list/1/svg/default.htm](http://sio.edus.si/list/1/svg/default.htm)

---

« [Previous](#) | [Next](#) »

---

Search for "**svg**" using: [Google](#)

---

[Advertise](#) | [Help](#) | [Text-only Skin](#) | [Submit Site](#) | [HotBot International](#) | [Yellow Pages](#)

© Copyright 2005, Lycos, Inc. All Rights Reserved. | [Privacy Policy](#) | [Terms & Conditions](#) | [HotBot Your Site](#)

---

#### Create SVG from Windows

Create SVG files from standard Windows Office and CAD programs

#### Visual SVG Editor

Create Interactive Animation in SVG without programming - Download Now

[Ads by Goooooogle](#)

[ZVON > References > SVG 1.1 Reference](#)

[Intro / Search / ZVON](#)

## Index

Miloslav Nic [ [nicmila@systinet.com](mailto:nicmila@systinet.com) ]

Jiri Jirat [ [Jiri.Jirat@systinet.com](mailto:Jiri.Jirat@systinet.com) ]

# SVG 1.1 reference with examples

This reference can be **searched** and compared with other references.

## Introduction

Both the indexes and the examples were extracted from the **SVG 1.1 Recommendation** and **SVG DTD**. The examples were extracted programatically, so there can be some problems introduced during processing.

## Main features

- Clickable indexes (including graphic index)
- Click on "Go to standard" leads to the relevant part of the specification
- Relevant SVG code is available for direct download.

## See also

- **XML tutorial**
- **Namespace tutorial**
- **CSS1 reference**
- **CSS1 tutorial**
- **CSS2 tutorial**
- **CSS2 Reference**

## Related keywords: SVG, graphics

This material has been developed for **Zvon**, where you can find other not only XML related materials (both basic and advanced tutorials and references about XSLT, XML, DTD, Mozilla, CSS, schemas, regular expressions, ...)

This material can be **downloaded** for off-line use.

### Related sites:

- **TopXML** - XML Tutorials, MS.NET XML Tutorials
- **VisualBuilder.com** - Java, JSP, ASP, XML. scripting languages, ...
- **DevGuru** - ADO, ASP, CSS2, HTML, Javascript, JetSQL, VBScript, WML, XML, ...
- **Planet Source Code** - The largest public source code database on the Internet
- **Web Design** - WebMaster forums - web design, servers, hosting, ...

Human Edited Directory	123 Fast Loans	Prepaid Phones	HDTV Plasma	Direct TV
Mobile Phones	Call Center	Web Hosting - AccuWebHosting.Com	pigeon forge	call center
motivational speakers	Nursing Home Abuse	Debt Consolidation	XML CSS Design Hosting	Ecco shoes Mephisto shoes
Teleconferencing	remote backup	merchant services	apartments for rent	plasma tvs
search engine optimization inc	martin guitars	sipcall VoIP	Chicago Cubs Tickets	Business Directory
International Adoption	cubicles	internet phone	water softener	Shopping Cart
Color Laser Printer	Incorporate	Detektei		

---

Subscribe to **ZVON** mailing list to get on-line help.

---

Generated with: | **Saxon** | **Python** |

---

Copyright (c) 2000 **Systinet**

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.1 or any later version published by the Free Software Foundation; with no Invariant Sections with the no Front-Cover Texts, and with no Back-Cover Texts. A copy of the license is included in the section entitled "**GNU Free Documentation License**"

The programs used to prepare this reference are covered by **GNU General Public License**"

[next](#) [contents](#) [properties](#) [index](#)



# Scalable Vector Graphics (SVG) 1.0 Specification

W3C Working Draft *03 March 2000*

**This version:**

<http://www.w3.org/TR/2000/03/WD-SVG-20000303>

(Available as: [PDF](#), [zip archive of HTML](#))

**Previous public version:**

<http://www.w3.org/TR/1999/WD-SVG-19991203/>

**Latest public version:**

<http://www.w3.org/TR/SVG/>

**Editor:**

Jon Ferraiolo <[jferraiolo@adobe.com](mailto:jferraiolo@adobe.com)>

**Authors:**

See [author list](#)

Copyright ©1998, 1999, 2000 W3C® (MIT, INRIA, Keio), All Rights Reserved. W3C [liability](#), [trademark](#), [document use](#) and [software licensing](#) rules apply.

---

## Abstract

This specification defines the features and syntax for Scalable Vector Graphics (SVG), a language for describing two-dimensional vector and mixed vector/raster graphics in XML.

## Status of this document

This document is a public review draft version of the SVG specification. This working draft attempts to address review comments that were received during the initial Last Call period, which started 12 August 1999, and also incorporates other modifications resulting from continuing collaboration with other working groups and continuing work within the SVG working group.

With the publication of this draft, the SVG specification enters a second "Last Call". The second Last Call period will end on 31 March, 2000. The SVG specification is going through a second Last Call review process to provide the public and other working groups an opportunity to review the changes to the specification since the initial Last Call period. A complete list of all changes since the initial Last Call version of the specification is available in [Appendix L: Change History](#). Last call comments should be sent to [svg-comments@w3.org](mailto:svg-comments@w3.org). Publication as a "Last Call" working draft does not imply endorsement by the W3C membership.

This is a draft document and might be updated, replaced or obsoleted by other documents at any time. While we do not anticipate substantial changes, we still caution that further changes are possible. It is inappropriate to use this document as reference material or to cite it as other than "work in progress".

The SVG working group has been using a staged approach. Initially, the working group developed a detailed set of SVG Requirements, which are listed in [SVG Requirements](#). These requirements were posted for public review initially in October 1998. For the most part, the specification has been developed to provide the feature set listed in the requirements document. At some point, an updated version of [SVG Requirements](#) might be posted which contains detailed editorial comments about which requirements have been addressed in this draft (along with hyperlinks to the relevant sections of the specification) and notes about which requirements have not been addressed yet and why.

Public discussion of SVG features takes place on [www-svg@w3.org](mailto:www-svg@w3.org), which is an automatically [archived](#) email list. Information on how to subscribe to public W3C email lists can be found at <http://www.w3.org/Mail/Request>.

The home page for the W3C graphics activity is <http://www.w3.org/Graphics/Activity>. Further information about SVG may be found at the W3C [SVG Overview](#) page.

A list of current W3C Recommendations and other technical documents can be found at <http://www.w3.org/TR/>.

## Available languages

The English version of this specification is the only normative version. However, for translations in other languages see <http://www.w3.org/Graphics/SVG/svg-updates/translations.html>.

## Quick Table of Contents

[1 Introduction](#)

[2 SVG Concepts](#)

<a href="#"><u>3 Basic Data Types and Interfaces</u></a>
<a href="#"><u>4 SVG Rendering Model</u></a>
<a href="#"><u>5 Styling</u></a>
<a href="#"><u>6 SVG Document Structure</u></a>
<a href="#"><u>7 Coordinate Systems, Transformations and Units</u></a>
<a href="#"><u>8 Paths</u></a>
<a href="#"><u>9 Basic Shapes</u></a>
<a href="#"><u>10 Text</u></a>
<a href="#"><u>11 Painting: Filling, Stroking and Marker Symbols</u></a>
<a href="#"><u>12 Color</u></a>
<a href="#"><u>13 Gradients and Patterns</u></a>
<a href="#"><u>14 Clipping, Masking and Compositing</u></a>
<a href="#"><u>15 Filter Effects</u></a>
<a href="#"><u>16 Interactivity</u></a>
<a href="#"><u>17 Linking</u></a>
<a href="#"><u>18 Scripting</u></a>
<a href="#"><u>19 Animation</u></a>
<a href="#"><u>20 Fonts</u></a>
<a href="#"><u>21 Metadata</u></a>
<a href="#"><u>22 Backwards Compatibility</u></a>
<a href="#"><u>23 Extensibility</u></a>
<a href="#"><u>24 Exchange SVG</u></a>
<a href="#"><u>Appendix A: DTDs</u></a>
<a href="#"><u>Appendix B: SVG's Document Object Model (DOM)</u></a>
<a href="#"><u>Appendix C: IDL Definitions</u></a>
<a href="#"><u>Appendix D: Java Language Binding</u></a>
<a href="#"><u>Appendix E: ECMA Script Language Binding</u></a>
<a href="#"><u>Appendix F: Implementation Requirements</u></a>
<a href="#"><u>Appendix G: Conformance Criteria</u></a>
<a href="#"><u>Appendix H: Accessibility Support</u></a>
<a href="#"><u>Appendix I: Internationalization Support</u></a>
<a href="#"><u>Appendix J: Minimizing SVG File Sizes</u></a>
<a href="#"><u>Appendix K: References</u></a>
<a href="#"><u>Appendix L: Change History</u></a>

The following sections have not been written yet, but are expected to be present in later versions of this specification:

- Appendix J: Element, attribute and property index
- Appendix K: Index

## Full Table of Contents

<a href="#"><u>1 Introduction</u></a>
<a href="#"><u>1.1 About SVG</u></a>
<a href="#"><u>1.2 Stylable SVG vs. Exchange SVG</u></a>

- 1.3 SVG MIME type, file name extension and Macintosh filetype
  - 1.4 Compatibility with Other Standards Efforts
  - 1.5 Terminology
  - 1.6 Definitions
- 2 SVG Concepts
- 3 Basic Data Types and Interfaces
  - 3.1 Basic data types
  - 3.2 Basic DOM interfaces
- 4 SVG Rendering Model
  - 4.1 Introduction
  - 4.2 The painters model
  - 4.3 Rendering Order
  - 4.4 Grouping
  - 4.5 Types of graphics elements
    - 4.5.1 Painting shapes and text
    - 4.5.2 Painting raster images
  - 4.6 Filtering painted regions
  - 4.7 Clipping, masking and object opacity
  - 4.8 Parent Compositing
- 5 Styling
  - 5.1 How styling relates to Stylable SVG and Exchange SVG
  - 5.2 Applying style sheets to Stylable SVG content
  - 5.3 Referencing external style sheets
  - 5.4 Features from CSS used by SVG
  - 5.5 The 'style' element
  - 5.6 The style attribute
  - 5.7 Specifying the default style sheet language
  - 5.8 Cascading and inheritance of properties
  - 5.9 The scope/range of styles
  - 5.10 The 'display' property
  - 5.11 Default style sheet for SVG
  - 5.12 Aural style sheets
  - 5.13 DOM interfaces
- 6 SVG Document Structure
  - 6.1 Defining an SVG document fragment: the 'svg' element
    - 6.1.1 Overview
    - 6.1.2 The 'svg' element
  - 6.2 Grouping and Naming Collections of Drawing Elements: the 'g' element
    - 6.2.1 Overview
    - 6.2.2 The 'g' element
  - 6.3 References and the 'defs' element
    - 6.3.1 Overview
    - 6.3.2 Specifying if external resources are required
    - 6.3.3 URI reference attributes
    - 6.3.4 The 'defs' element
  - 6.4 The 'desc' and 'title' elements



- 6.5 The 'symbol' element
- 6.6 The 'use' element
- 6.7 The 'image' element
- 6.8 Conditional processing
  - 6.8.1 Conditional processing overview
  - 6.8.2 The 'switch' element
  - 6.8.3 The system-required attribute
  - 6.8.4 The system-language attribute
- 6.9 Common attributes
  - 6.9.1 Attributes common to all elements
  - 6.9.2 The class attribute
  - 6.9.3 The xml:lang and xml:space attributes
- 6.10 DOM interfaces
- 7 Coordinate Systems, Transformations and Units
  - 7.1 Introduction
  - 7.2 The initial viewport
  - 7.3 The initial coordinate system
  - 7.4 Coordinate system transformations
  - 7.5 Nested transformations
  - 7.6 The transform attribute
  - 7.7 The viewBox attribute
  - 7.8 The preserveAspectRatio attribute
  - 7.9 Establishing a new viewport
  - 7.10 Units
  - 7.11 Redefining the meaning of CSS unit specifiers
  - 7.12 Processing rules for CSS units and percentages
  - 7.13 DOM interfaces
- 8 Paths
  - 8.1 Introduction
  - 8.2 The 'path' element
  - 8.3 Path Data
    - 8.3.1 General information about path data
    - 8.3.2 The "moveto" commands
    - 8.3.3 The "closepath" command
    - 8.3.4 The "lineto" commands
    - 8.3.5 The curve commands
    - 8.3.6 The grammar for path data
  - 8.4 Distance along a path
  - 8.5 DOM interfaces
- 9 Basic Shapes
  - 9.1 Introduction
  - 9.2 The 'rect' element
  - 9.3 The 'circle' element
  - 9.4 The 'ellipse' element
  - 9.5 The 'line' element
  - 9.6 The 'polyline' element
  - 9.7 The 'polygon' element

## 9.8 The grammar for points specifications in 'polyline' and 'polygon' elements

## 9.9 DOM interfaces

# 10 Text

## 10.1 Introduction

## 10.2 Characters and their corresponding glyphs

## 10.3 The 'text' element

## 10.4 The 'tspan' element

## 10.5 The 'tref' element

## 10.6 Text layout

### 10.6.1 Text layout introduction

### 10.6.2 Setting the primary text advance direction

### 10.6.3 Glyph orientation within a text run

### 10.6.4 Relationship with bi-directionality

## 10.7 Alignment properties

### 10.7.1 Text alignment properties

### 10.7.2 Baseline alignment properties

## 10.8 Font selection properties

## 10.9 Spacing properties

## 10.10 Text decoration

## 10.11 Text on a path

### 10.11.1 Introduction to text on a path

### 10.11.2 The 'textPath' element

### 10.11.3 Text on a path layout rules

## 10.12 Alternate glyphs

## 10.13 White space handling

## 10.14 Text selection

## 10.15 DOM interfaces

# 11 Painting: Filling, Stroking and Marker Symbols

## 11.1 Introduction

## 11.2 Specifying paint

## 11.3 Fill Properties

## 11.4 Stroke Properties

## 11.5 Markers

### 11.5.1 Introduction

### 11.5.2 The 'marker' element

### 11.5.3 Marker properties

### 11.5.4 Details on how markers are rendered

## 11.6 Rendering properties

## 11.7 Inheritance of painting properties

## 11.8 DOM interfaces

# 12 Color

## 12.1 Introduction

## 12.2 Color profile descriptions and @color-profile

## 12.3 DOM interfaces

# 13 Gradients and Patterns

## 13.1 Introduction

- 13.2 Gradients
  - 13.2.1 Introduction
  - 13.2.2 Linear gradients
  - 13.2.3 Radial gradients
  - 13.2.4 Gradient stops
- 13.3 Patterns
- 13.4 DOM interfaces
- 14 Clipping, Masking and Compositing
  - 14.1 Introduction
  - 14.2 Simple alpha blending/compositing
  - 14.3 Clipping paths
    - 14.3.1 Introduction
    - 14.3.2 The initial clipping path
    - 14.3.3 The 'overflow' and 'clip' properties
    - 14.3.4 Clip to viewport vs. clip to viewBox
    - 14.3.5 Establishing a new clipping path
  - 14.4 Masking
  - 14.5 Object and group opacity: the 'opacity' property
  - 14.6 DOM interfaces
- 15 Filter Effects
  - 15.1 Introduction
  - 15.2 An example
  - 15.3 The 'filter' element
  - 15.4 The 'filter' property
  - 15.5 Filter effects region
  - 15.6 Accessing the background image
  - 15.7 Filter primitives overview
    - 15.7.1 Overview
    - 15.7.2 Common attributes
    - 15.7.3 Filter primitive sub-region
  - 15.8 Filter primitive 'feBlend'
  - 15.9 Filter primitive 'feColorMatrix'
  - 15.10 Filter primitive 'feComponentTransfer'
  - 15.11 Filter primitive 'feComposite'
  - 15.12 Filter primitive 'feConvolveMatrix'
  - 15.13 Filter primitive 'feDiffuseLighting'
    - 15.13.1 Light source 'feDistantLight'
    - 15.13.2 Light source 'fePointLight'
    - 15.13.3 Light source 'feSpotLight'
  - 15.14 Filter primitive 'feDisplacementMap'
  - 15.15 Filter primitive 'feFlood'
  - 15.16 Filter primitive 'feGaussianBlur'
  - 15.17 Filter primitive 'feImage'
  - 15.18 Filter primitive 'feMerge'
  - 15.19 Filter primitive 'feMorphology'
  - 15.20 Filter primitive 'feOffset'
  - 15.21 Filter primitive 'feSpecularLighting'

[15.22 Filter primitive 'feTile'](#)

[15.23 Filter primitive 'feTurbulence'](#)

[15.24 DOM interfaces](#)

## [16 Interactivity](#)

[16.1 Introduction](#)

[16.2 User interface events](#)

[16.3 Pointer events](#)

[16.4 Processing order for user interface events](#)

[16.5 The 'pointer-events' property](#)

[16.6 Zooming panning and magnification](#)

[16.7 Cursors](#)

[16.7.1 Introduction to cursors](#)

[16.7.2 The 'cursor' property](#)

[16.7.3 The 'cursor' element](#)

[16.8 DOM interfaces](#)

## [17 Linking](#)

[17.1 Links out of SVG contents: the 'a' element](#)

[17.2 Linking into SVG content: URI fragments and SVG views](#)

[17.2.1 Introduction: URI fragments and SVG views](#)

[17.2.2 SVG fragment identifiers](#)

[17.2.3 Predefined views: the 'view' element](#)

[17.3 DOM interfaces](#)

## [18 Scripting](#)

[18.1 Specifying the scripting language](#)

[18.1.1 Specifying the default scripting language](#)

[18.1.2 Local declaration of a scripting language](#)

[18.2 The 'script' element](#)

[18.3 Event handling](#)

[18.4 Event attributes](#)

[18.5 DOM interfaces](#)

## [19 Animation](#)

[19.1 Introduction](#)

[19.2 Animation elements](#)

[19.2.1 Relationship to SMIL Animation](#)

[19.2.2 Animation elements example](#)

[19.2.3 Attributes to identify the target of an animation](#)

[19.2.4 Attributes to control the timing of the animation](#)

[19.2.5 Attributes that define animation values over time](#)

[19.2.6 Combining animations](#)

[19.2.7 Attributes that control whether animations are additive](#)

[19.2.8 Inheritance](#)

[19.2.9 The 'animate' element](#)

[19.2.10 The 'set' element](#)

[19.2.11 The 'animateMotion' element](#)

[19.2.12 The 'animateColor' element](#)

[19.2.13 The 'animateTransform' element](#)

[19.2.14 Elements, attributes and properties that can be animated](#)

19.3	<a href="#"><u>Animation using the SVG DOM</u></a>
19.4	<a href="#"><u>DOM interfaces</u></a>
20	<a href="#"><u>Fonts</u></a>
20.1	<a href="#"><u>Introduction</u></a>
20.2	<a href="#"><u>SVG fonts</u></a>
20.2.1	<a href="#"><u>Overview of SVG fonts</u></a>
20.2.2	<a href="#"><u>The 'font' element</u></a>
20.2.3	<a href="#"><u>The 'glyph' element</u></a>
20.2.4	<a href="#"><u>The 'missing-glyph' element</u></a>
20.2.5	<a href="#"><u>The 'hkern' and 'vkern' elements</u></a>
20.3	<a href="#"><u>DOM interfaces</u></a>
21	<a href="#"><u>Metadata</u></a>
21.1	<a href="#"><u>Introduction</u></a>
21.2	<a href="#"><u>An example</u></a>
21.3	<a href="#"><u>DOM interfaces</u></a>
22	<a href="#"><u>Backwards Compatibility</u></a>
23	<a href="#"><u>Extensibility</u></a>
23.1	<a href="#"><u>Foreign namespaces and private data</u></a>
23.2	<a href="#"><u>Embedding foreign object types</u></a>
23.3	<a href="#"><u>DOM interfaces</u></a>
24	<a href="#"><u>Exchange SVG</u></a>
24.1	<a href="#"><u>Introduction</u></a>
24.2	<a href="#"><u>Appropriate uses of Exchange SVG</u></a>
24.3	<a href="#"><u>Differences between Stylable SVG and Exchange SVG</u></a>
24.4	<a href="#"><u>Exchange SVG language features</u></a>
24.4.1	<a href="#"><u>Styling attributes in Exchange SVG</u></a>
24.4.2	<a href="#"><u>The 'color-profile' element</u></a>
24.4.3	<a href="#"><u>The 'font-face' element</u></a>
24.5	<a href="#"><u>DOM interfaces</u></a>
Appendix A:	<a href="#"><u>DTDs</u></a>
A.1	<a href="#"><u>Overview</u></a>
A.2	<a href="#"><u>Common definitions</u></a>
A.3	<a href="#"><u>DTD for Stylable SVG</u></a>
A.4	<a href="#"><u>DTD for Exchange SVG</u></a>
Appendix B:	<a href="#"><u>SVG's Document Object Model (DOM)</u></a>
B.1	<a href="#"><u>SVG DOM Overview</u></a>
B.2	<a href="#"><u>Naming Conventions</u></a>
B.3	<a href="#"><u>Interface SVGException</u></a>
B.4	<a href="#"><u>Interface SVGDOMImplementation</u></a>
B.5	<a href="#"><u>Feature strings for the <b>hasFeature</b> method call</u></a>
B.6	<a href="#"><u>Relationship with DOM2 CSS object model</u></a>
B.6.1	<a href="#"><u>Introduction</u></a>
B.6.2	<a href="#"><u>Aural media</u></a>
B.6.3	<a href="#"><u>Visual media</u></a>
B.7	<a href="#"><u>Relationship with DOM2 events</u></a>
Appendix C:	<a href="#"><u>IDL Definitions</u></a>
Appendix D:	<a href="#"><u>Java Language Binding</u></a>

Appendix E. ECMA Script Language BindingAppendix F: Implementation RequirementsF.1 IntroductionF.2 Error processingF.3 Version controlF.4 Clamping values which are restricted to a particular rangeF.5 'path' element implementation notesF.6 Elliptical arc implementation notesF.6.1 Elliptical arc syntaxF.6.2 Out-of-range parametersF.6.3 Parameterization alternativesF.6.4 Conversion from center to endpoint parameterizationF.6.5 Conversion from endpoint to center parameterizationF.6.6 Correction of out-of-range radiiF.7 Text selection implementation notesF.8 Printing implementation notesAppendix G: Conformance CriteriaG.1 IntroductionG.2 Conforming SVG Document FragmentsG.3 Conforming SVG Stand-Alone FilesG.4 Conforming SVG Included Document FragmentsG.5 Conforming SVG GeneratorsG.6 Conforming SVG InterpretersG.7 Conforming SVG ViewersAppendix H: Accessibility SupportH.1 WAI Accessibility GuidelinesH.2 SVG Content Accessibility GuidelinesAppendix I: Internationalization SupportI.1 IntroductionI.2 Internationalization and SVGI.3 SVG Internationalization GuidelinesAppendix J: Minimizing SVG File SizesAppendix K: ReferencesK.1 Normative referencesK.2 Informative referencesAppendix L: Change History

The following sections have not been written yet, but are expected to be present in later versions of this specification:

- Appendix J: Element, attribute and property index
- Appendix K: Index

---

**Authors:**

John Bowler, Microsoft Corporation <[johnbo@microsoft.com](mailto:johnbo@microsoft.com)>

Milt Capsimalis, Autodesk Inc. <[milt@autodesk.com](mailto:milt@autodesk.com)>  
Richard Cohn, Adobe Systems Incorporated <[cohn@adobe.com](mailto:cohn@adobe.com)>  
David Dodds, Open Text <[ddodds@opentext.com](mailto:ddodds@opentext.com)>  
Andrew Donoho, IBM <[awd@us.ibm.com](mailto:awd@us.ibm.com)>  
David Duce, Oxford Brookes University <[daduce@brookes.ac.uk](mailto:daduce@brookes.ac.uk)>  
Jerry Evans, Sun Microsystems <[jerry.evans@Eng.sun.com](mailto:jerry.evans@Eng.sun.com)>  
Jon Ferraiolo, Adobe Systems Incorporated <[jferraio@adobe.com](mailto:jferraio@adobe.com)>  
Scott Furman, Netscape Communications Corporation <[fur@netscape.com](mailto:fur@netscape.com)>  
Peter Graffagnino, Apple <[pgraff@apple.com](mailto:pgraff@apple.com)>  
Rick Graham, BitFlash Inc. <[rick@bitflash.com](mailto:rick@bitflash.com)>  
Vincent Hardy, Sun Microsystems, <[vincent.hardy@sun.com](mailto:vincent.hardy@sun.com)>  
Lofton Henderson, OASIS, <[lofton@qwestinternet.net](mailto:lofton@qwestinternet.net)>  
Alan Hester, Xerox Corporation <[Alan.Hester@usa.xerox.com](mailto:Alan.Hester@usa.xerox.com)>  
Bob Hopgood, RAL (CCLRC) <[frah@inf.rl.ac.uk](mailto:frah@inf.rl.ac.uk)>  
Christophe Jolif, ILOG <[jolif@ilog.fr](mailto:jolif@ilog.fr)>  
Kelvin Lawrence, IBM <[klawrenc@us.ibm.com](mailto:klawrenc@us.ibm.com)>  
Chris Lilley, W3C <[chris@w3.org](mailto:chris@w3.org)>  
Philip Mansfield, Inso Corporation <[philipm@schemasoft.com](mailto:philipm@schemasoft.com)>  
Kevin McCluskey, Netscape Communications Corporation  
<[kmccclusk@netscape.com](mailto:kmccclusk@netscape.com)>  
Tuan Nguyen, Microsoft Corporation <[tuann@microsoft.com](mailto:tuann@microsoft.com)>  
Troy Sandal, Visio Corporation <[TroyS@visio.com](mailto:TroyS@visio.com)>  
Peter Santangeli, Macromedia <[psantangeli@macromedia.com](mailto:psantangeli@macromedia.com)>  
Haroon Sheikh, Corel Corporation <[haroons@corel.ca](mailto:haroons@corel.ca)>  
Gavriel State, Corel Corporation <[gavriels@COREL.CA](mailto:gavriels@COREL.CA)>  
Robert Stevahn, Hewlett-Packard Company <[rstevahn@boi.hp.com](mailto:rstevahn@boi.hp.com)>  
Timothy Thompson, Kodak <[timothy.thompson@kodak.com](mailto:timothy.thompson@kodak.com)>  
Shenxue Zhou, Quark <[szhou@quark.com](mailto:szhou@quark.com)>

---

[next](#) [contents](#) [properties](#) [index](#)

---

